

E2  
D1

a player for playing said first recording medium and connected to a card reader;  
and  
a card having a predetermined value for insertion into said card reader;  
wherein when said card is inserted into said card reader, said card reader verifies  
that said predetermined value is at least a selected minimum value and authorizes said  
player to decipher said first recording medium.

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E3  
D2

10. (Thrice Amended) A method for recording and playing digital signals,  
comprising:  
receiving an encrypted digital signal comprising a digital audio broadcast segment;  
storing said encrypted digital signal in a buffer as it is being received;  
determining whether a beginning of said broadcast segment is in said buffer in  
response to a user request to record said encrypted digital signal;  
recording said encrypted digital signal onto a first recording medium in a recorder  
and player device if said beginning of said broadcast segment is stored in said buffer;  
inserting a card having at least a predetermined value into said recorder and  
player device;  
determining that said predetermined value corresponds to at least a selected  
minimum value; and  
deciphering said encrypted digital signal if said card has said selected minimum  
value.

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E4  
D3

13. (Thrice Amended) A method for recording and playing an encrypted digital  
audio broadcast signal, comprising:  
receiving an encrypted digital audio broadcast signal comprising a digital audio  
broadcast segment;  
storing at least part of said encrypted digital audio broadcast signal in a buffer as  
it is being received;  
electing to record said encrypted digital audio broadcast signal onto a first  
recording medium;  
determining whether a beginning of said broadcast segment is in said buffer; and  
recording said encrypted digital audio broadcast signal onto said first recording  
medium if said beginning of said broadcast segment is stored in said buffer.

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